

IN THE CLAIMS:

Please amend the claims as follows:

1. (Currently amended) A method for use in a touch based user input device configured to form a middle position on the device upon receiving a simultaneous dual point user input comprising at least two position signals~~recognizing a dual point user input on a touch-based user input device~~, comprising:

receiving a first position signal,

forming a first position signal related to a first user input to~~on~~ said input device in response to the first position signal,

receiving a second position signal,

~~forming a second position signal related to a subsequent second user input to said input device, and~~

determining if said second position signal is a part of~~has its source in the~~ [[a]] simultaneous dual point user input, and

if the second position signal is a part of the simultaneous dual point user input,
forming a third position on said input device in a relationship to said first position and said middle position.

2. (Canceled)

3. (Currently amended) A method according to claim [[2]]1, further comprising:

using said first and third positions, as coordinates of ~~[[a]]~~ the dual point user input.

4. (Currently amended) A method according to claim 1, further comprising:

using said first position, as a coordinate for a single point user input, and

using ~~presence of~~ said dual user input for allocating a first function to said first position.

5. (Currently amended) A method according to claim 1, ~~further comprising wherein if the second position signal is a part of the simultaneous dual point user input is determined by~~ monitoring said first and second position signals, and a ~~the~~ gradient of a position signal from said first position to said ~~second-middle~~ position.

6. (Currently amended) A method according to claim ~~[[2]]1~~, further comprising:
storing said third position.

7. (Currently amended) A method according to claim ~~[[2]]1~~, further comprising
detecting a motion of said ~~second-middle~~ position,
setting one of said first position or said third position as a point of reference, and
calculating a motion of said position that is not said point of reference, by reflecting
said point of reference on said ~~second-middle~~ position.

8. (Original) A method according to claim 5, further comprising
receiving a signal indicative if said first position or said third position is to be used
as a point of reference.

9. (Currently amended) A method according to claim 1, wherein said determination~~[[, if]]~~
~~of whether~~ said second position signal ~~has its source in~~ is a part of the~~[[a]]~~ simultaneous
dual point user input~~[[,]]~~ is based on at least one boundary area defined by possible input
options and said first position, wherein dual point user inputs are excluded if said ~~second~~
middle position is not detected to be within ~~[[one of]]~~said boundary ~~[[areas]]~~area.

10. (Original) A method according to claim 9, wherein said boundary area is a half edge
distance area from said first position.

11. (Currently amended) A method according to claim 1, further comprising setting a dual
point user input flag, if said second position signal input ~~has its source in~~ is a part of a dual
point user input.

12. (Currently amended) A method according to claim 11, further comprising:

using said ~~second~~middle position as the actual position of a single point user input, if said dual point user input flag is not set and if it is determined that said second position signal has its source in a part of a simultaneous dual point user input.

13. (Currently amended) A method according to claim [[2]]1, further comprising

displaying an indication that the dual point user input is used.

14. (Currently amended) A method according to claim [[2]]1, further comprising:

~~setting using~~ said second position signal as [[the]]a new position signal of an actual single point user input, if said second position signal input ~~has not its source in~~
determined not a part of the [[a]]dual point user input.

15. (Currently amended) A method according to claim 1, wherein said input device is ~~capable of only outputting a single input position signal that depends on the~~configured to form a single position upon receiving a position signal input in a single point actual-user input.

16. (Currently amended) A method according to claim 1, further comprising

storing said first position ~~signal~~.

17. (Currently amended) A method according to claim 1, wherein said ~~second~~middle position is ~~differing~~different from said first position.

18. (Currently amended) A method according to claim 1, further comprising:

receiving a third position signal,

~~forming a fourth position signal related to a subsequent third user input to said input device, and~~

determining if said third position signal ~~fourth position signal has its source in~~ a part of a simultaneous triple point user input comprising the first, second and third position signals, and

if the third position signal is a part of the simultaneous triple point user input, forming a fourth position on the device in a relationship to said first position and said middle position.

19. (Currently amended) A method according to claim ~~[[17]]~~18, further comprising
~~generating a fifth position based on said first position and said second position, and~~
using said first and third and ~~[[fifth]]~~fourth positions, as ~~[[the]]~~ coordinates of said triple point user input.

20. (Currently amended) A method according to claim ~~[[17]]~~18, further comprising
using said first position, as ~~[[the]]~~ a coordinate for a single point user input, and
using ~~the presence of said~~ ~~[[a]]~~simultaneous triple point user input for allocating a second function to said first position.

21. (Canceled)

22. (Currently amended) A computer program product comprising ~~program code means stored on a~~ computer readable storage medium for storing program code thereon, said program code comprising instructions for carrying out the method of claim 1, ~~[[when]]~~wherein said program product is ~~run on~~installed in a computer or network device.

23. (Currently amended) ~~A computer~~ Computer program product comprising a computer readable storage medium for storing program code thereon, said program code being downloaded ~~downloadable~~ from a server for carrying out the method of claim 1, ~~[[when]]~~ wherein said program product is ~~run on~~installed in a computer or network device.

24. (Currently amended) A ~~touch-based input device controller~~ for a touch based user input device, wherein said input device is configured to only capable of outputting form a single input position on the device signal that depends on the actual upon receiving a single user input position signal and form a middle position on the device upon receiving a simultaneous dual point user input comprising at least two position signals, comprising,

an input connectable to said touch based user input device ~~to receive~~for receiving successive position signals ~~[[each]]~~representing ~~[[a]]~~ positions on said touch based user input device, which a user has touched,

a memory, connected to said input, ~~to store~~for storing at least one of said position signals,

a differentiator ~~to detect~~for detecting time dependent transition properties between two different successive ~~positions~~position signals,

a first evaluation circuit connected to said differentiator ~~to determine~~for determining if a position signal following a preceding position signal is caused by a single point user input or by a dual point user input including said preceding position signal,

a second evaluation circuit, connected to said input, said memory and said first evaluation circuit, ~~wherein said second evaluation circuit is generate~~for forming a dual point on basis of said successive positions, if said position signals form a dual point user input, and

an output, connected to said second evaluation unit, connectable to a processing unit.

25. (Currently amended) A touch based input device controller according to claim 24, further comprising,

an input connected to said second evaluation unit, connectable to ~~[[a]]~~said processing unit ~~to receive~~for receiving control information from said processing unit to control the operation of said second evaluation unit.

26. (Original) An electronic device comprising a touch based input device, a processor and controller connecting said touch based input device to said processor, characterized in that said controller is a controller according to claim 24.

27. (Original) An electronic device according to claim 26, wherein said device is a mobile terminal device.

28. (New) A method for recognizing a dual point input on a touch based user device in an electronic device having a graphic user interface, comprising

forming a first position related to a first user input to said input device,

storing said first position,

forming a second position related to a second user input to said input device,

wherein said second user input is subsequent to said first user input,

determining if said second user input is a part of a simultaneous dual point user input including the first user input,

switching said graphic user interface into a zooming mode, if said second user input is a part of a simultaneous dual point user input,

detecting a motion/variation of said second position,

zooming in said graphic user interface, if and when said second position approaches said first point, and

zooming out said graphic user interface, if and when said second position recedes said first point.

29. (New) The method according to claim 7, further comprising:

switching said graphic user interface into a zooming mode, if said second position signal is a part of the simultaneous dual point user input,

zooming in said graphic user interface, if and when said third position approaches said first point, and

zooming out said graphic user interface, if and when said third position recedes said first point.